

I claim:

1. A method for managing a dynamic process comprising:

- declaring an objective of said process as a set of measurable goals and constraints;
- stating, as a means for accomplishing said objective, a set of rules:
 - wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and
 - wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular action may occur;
- testing each rule against conditions both internal and external to said dynamic process, as they exist in the real world, without specifying the order of testing, unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied, and actuating a rule when its condition is met; and,
- delegating
 - the objective as declared in a set of measurable goals and constraints,
 - the corresponding means for accomplishing said objective, stated as a set of rules, and,
 - responsibility for attaining said objective and for performing said means, to a specific actor, wherein the specific actor
 - inherits from all superior actors conditions as constraints, and actions as goals; and,
 - passes upwards
 - all actions as instantiations of conditions, and
 - all information necessary for altering any objective when said objective does not conform to the real world.

2. A method as in claim 1, wherein each of the steps of declaring, stating, testing, and delegating, are done in a declarative method suitable for reduction to a form of logic.

3. A method as in claim 1, wherein each of the steps of declaring, stating, testing, and delegating, are instantiated in a computer program.

4. A computer implementation of the method specified in claim 1, comprising:

- instantiation of said method in a form of logic manipulable by a computer;
- implementation of said instantiation on a particular computer, having:
 - inputs reflecting real-world conditions, transformed into said form of logic by said computer;
 - outputs reflecting actions and information, transformed from said form of logic by said computer into actions and human-readable information, respectively;

said computer implementation operating in conjunction with a human responsible for said dynamic process.

5. A method as in claim 1, further comprising the additional step of:

- internalizing feedback for both performance and process by incorporating into the method, so as to better match said dynamic process to the real world or to correct logical contradictions created or encountered by the method, means for:

- creating,
- differentiating,
- modifying, and
- deleting,

any element.

6. A method as in claim 5, wherein each of the steps of declaring, stating, testing, delegating, and internalizing feedback, are done in a declarative method suitable for reduction to a form of logic.

7. A method as in claim 6 wherein each of the steps of declaring, stating, testing, delegating, and internalizing feedback, are instantiated in a computer program.

8. A computer implementation of the method specified in claim 5, comprising:

- instantiation of said method in a form of logic manipulable by a computer;
- implementation of said instantiation on a particular computer, having:
 - inputs reflecting real-world conditions, transformed into said form of logic by said computer;
 - outputs reflecting actions and information, transformed from said form of logic by said computer into actions and human-readable information, respectively;

said computer implementation operating in conjunction with a human responsible for said dynamic process.

9. A method for managing a dynamic process comprising:

- declaring an objective of said process as a set of measurable goals and constraints;
- stating, as a means for accomplishing said objective, a set of rules:
 - wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and
 - wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular action may occur;
- testing each rule against conditions both internal and external to said dynamic process, as they exist in the real world, without specifying the order of testing, unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied, and actuating a rule when its condition is met; and,
- delegating
 - the objective as declared in a set of measurable goals and constraints,
 - the corresponding means for accomplishing said objective, stated as a set of rules, and,
 - responsibility for attaining said objective and for performing said means, to a specific actor, wherein said specific actor
 - inherits from all superior actors conditions as constraints, and actions as goals; and,

- passes upwards
 - all actions as instantiations of conditions, and
 - all information necessary for altering any objective when said objective does not conform to the real world;

and,

• internalizing feedback for both performance and process by incorporating into the method means for:

- creating,
- differentiating,
- modifying, and
- deleting,

any element.

10. A method as in claim 9, wherein the step of internalizing feedback for both performance and process by incorporating into the method means for creating, differentiating, modifying, and deleting, any objective, goal, constraint, rule, rule-set, or delegation, further comprises:

• using the occurrence of a logical contradiction created or encountered by the method to improve the method by:

- identifying the two or more elements that produce the logical contradiction, and,
- using said means for
 - creating,
 - differentiating,
 - modifying, and
 - deleting,

any element,
to produce a distinct new method lacking any logical contradiction.

11. A method as in claim 10, wherein the means used to produce a distinct new method lacking any logical contradiction, preferentially avoid altering the delegation above the level in which said logical contradiction occurred.

12. A device for transforming knowledge into managerial guidance that can replace an individual human possessing particular process knowledge with an adaptable structure accessible by a second individual human, said device comprising:

- means for transforming said particular process knowledge by:
 - declaring an objective of said particular process as a set of measurable goals and constraints;
 - stating, as a means for accomplishing said objective, a set of rules:
 - wherein each rule in said set of rules contains both a condition governing that rule's actuation, and that rule's action when said condition is met; and
 - wherein said set of rules may act in any combination, subject to the limitation that the condition of a particular rule must be met before said particular action may occur;
 - testing each rule against conditions both internal and external to said dynamic process, as they exist in the real world, without specifying the

order of testing, (unless the order becomes governed by the actuation of at least one rule whose precondition governing its actuation becomes satisfied) and actuating a rule when its condition is met; and,

- delegating

- the objective as declared in a set of measurable goals and constraints,
- the corresponding means for accomplishing said objective, stated as a set of rules, and,
- responsibility for attaining said objective and for performing said means,

to a specific actor, wherein the specific actor

- inherits from all superior actors conditions as constraints, and actions as goals; and,
- passes upwards
- all actions as instantiations of conditions, and
- all information necessary for altering any objective when said objective does not conform to the real world;

and,

- internalizing feedback for both performance and process by incorporating into the method, so as to better match said dynamic process to the real world or to correct logical contradictions created or encountered by the method, means for:

- creating,
- differentiating,
- modifying, and
- deleting,

any element;

- means for storing said particular process knowledge, once transformed;
 - means for accessing said particular process knowledge, once transformed;
- and
- means for modifying said particular process knowledge.